

CULTURAL EVENTS

This was extracted from the corpora, aug-2022 version, for reference for Dragonmaster and other A&S competitions
~Azus

1. Cultural events are held as part of the crown qualifications process and shall consist of seven (7) categories, each of which is broken up into individual sub-categories.
2. Standard sub-categories are listed for each category in the following table. Additional sub-categories may be added if there is interest for at least three (3) entries and the sub-category is published along with the specific requirements for Crown Qualifications.

Category: Garb

Fighting Garb	Made for wear on the battlefield
Court Garb	Made for wear during Court or formal functions
Monster Garb	Made for portrayal of a monster class
Other Garb	Garb not covered within the other Garb events
Garb Accessory	Belts, pouches, favors, but not jewelry.

Category: Art

Flat Art	2-D artistic medium (illustrations, painting, etc.)
3-D Art	All three-dimensional artistic mediums
Needlework	Embroidery, latch hook, cross-stitch, knitting, beadwork, etc. (Non-
Machine) Jewelry	-Items made to be worn as jewelry
Digital Media	Photography, movies, web pages or digital enhanced art.

Category: Literature

Fiction	Any fictional work
Non-Fiction	Work based on factual events
Battlegame	Description of a new game to play with Amtgard rules
Poetry	Any type of Poetry
Tutorial	Any instructional document, video, or other media

Category: Cooking

Main Dish	Food served as a main course
Appetizer	Food item to be served prior to or separate from a main dish
Side dish	Food or condiment served to accompany a meal
Beverage	Any beverage and may be alcoholic
Dessert	Food served primarily as a dessert

Category: Construction

Weapon	Weapons legal for Amtgard use per RoP definitions
Shield	Shields legal for Amtgard use per RoP definitions
Armor	Any form of armor for Amtgard use per RoP
definitions	
Banner	Any banner construction
Active Construction	Items made for battlefield use not covered by other events
Passive Construction	Items not for battlefield use and not already covered by other events

Category: Bardic

Singing	Singing with or without accompaniment
Instrumental Music	Any musical performance with an instrument
Dance	Any form of dancing or choreographed movement
Recitation	Story, poetry, comedy, drama, etc.

Category: Rose

Rose	Items donated that impact an Amtgard group or the Kingdom
Advertising	Any activity or media that aids any Amtgard group in their recruitment efforts

3. All entries (or "items") except cooking must be related in some way to Amtgard or the related genres. Documentation notating such is encouraged.
4. All cooking entries:

- a. Should be made primarily from scratch,
 - b. Should include enough for all judges to get an adequate taste of the entry,
 - c. Must include a copy of the recipe used, including a detailed list of ingredients for allergy considerations.
5. All entries must be signed in within the time constraints set forth by the autocrat of Crown Qualifications.
6. All entries into Cultural Events must be the individual work of the entrant or be listed as a joint entry.
 - a. No more than one (1) qualifying entry may be a joint entry,
 - b. A joint entry is defined as an entry where less than 75% of the work was done by one person.
 - c. Entries in the Rose category are exempt from this rule; however, the candidate must be able to describe their involvement or process in the selection, requisition, or commission of any items purchased then donated to a group.
7. An entry is considered to have received a qualifying score if it receives an average score of 3.0 from the judges.
8. Only one (1) qualification may be received per contestant from each sub-category.
9. No item may be entered in more than one (1) sub-category.
10. Items entered in inappropriate sub-categories may be moved to other sub-categories by the autocrat of Crown Qualifications, with the consent of the majority of the judges.
Consultation should be given to the entrant by the autocrat of the Crown Qualification Event.
11. Should beverages be alcoholic, they shall be judged at a different time and location than the other cultural events unless the location used permits alcohol. All judges for alcoholic beverages must be at least 21 years of age.
 - a. The autocrat of the Crown Qualification Event must be given notice of any alcoholic beverage submissions at least two (2) weeks in advance of the Crown Qualification Event.
 - b. In order to prevent conflicts with park or site rules, no judge may pour their own sample of an alcoholic beverage if served "on-site" with the rest of the Crown Qualification Event.
12. A strategic gaming category may be held with the approval of the Autocrat, including—but not limited to games such as chess, pence, etc.
 - a. The winner of the strategic gaming category shall receive an extra cultural qualification providing at least five (5) people participate in the event.
 - b. A qualification earned from strategic gaming may only be counted once towards becoming Arts and Sciences Champion and will only receive a score of 3.0.
13. Any entries in the literature category that are over one (1) page in length must be submitted to the Autocrat at least two (2) weeks in advance for distribution to the judges.
 - a. Exceptions can be made for books and other printed material where the physical presentation and design are to be considered for part of the score.
14. Entries in the rose category shall be judged by the entry's impact to the intended Amtgard group to receive and benefit from the entry.
 - a. The level of the intended group for the donation and the items donated themselves shall be considered. For example: several loaner-quality weapons and shields will benefit a local land more than the Kingdom.

Section 5. JUDGING

1. Each entry in the Cultural Events of Crown Qualifications will be judged by a panel of at least five (5) judges appointed by the autocrat of Crown Qualifications.
 - a. For Quals at the Barony and Shire level, it is acceptable for the panel to be three (3) judges; however, the five (5) judge panel is highly encouraged.
2. All entries will be scored in increments of .1 on a scale of 1.0 to 5.0 by each judge, with 3.0 being a qualifying score and 5.0 being a perfect score.
 - a. If no score is given by the judge, then that is considered a null score, and will not impact the average score for that item.
 - b. If a sub-category requires that an item be legal to the standards of the RoP, and an entry fails those standards, that item shall not receive a qualifying (3.0 or higher) score.
3. All judges are expected to be unbiased and impartial.
4. Entries shall be judged on their own merits, and never in comparison to other entries.
5. Each entry will have all the judge's scores averaged to produce its final score.
 - a. For calculating the final score, the autocrat has the option of dropping both the high and low scores and calculating the final score from the remaining scores. This may only be done if there are at least five (5) judges present. The method of scoring must be declared when the event is announced or at least one (1) month in advance.
6. An individual's Arts and Sciences score shall be determined using the following:
 - a. In the case of multiple entries in the same sub-category, the highest scoring of them will be used to score that sub-category.

- b. The top seven (7) sub-category scores will be added together to determine the Arts and Sciences Score.
- c. The individual with the highest Arts and Sciences Score shall be the Cultural Champion.

Section 6. FIGHTING EVENTS

1. The Fighting Events ("Warmaster") are held as part of the Crown Qualifications process and shall consist of five (5) events, as follows:
 - a. Single short sword
 - b. Double short swords
 - c. Short sword and shield
 - d. Great weapon
 - e. Open weapon
2. All events shall be held on the same day as the Crown Qualifications Cultural Events.
3. All combatants must be signed in within the time constraints set forth by the autocrat of Crown Qualifications.
4. The overall winner of the Fighting Events shall be the Warmaster. The Warmaster is determined by giving five (5) points for first place in an event, three (3) points for second, one (1) point for third, and half a point (.5) for each individual win in the case of a tie, with the Warmaster determined as the combatant with the most points.
 - a. In the event of a further tie, even after considering individual wins, a best two out of three match shall be held between those tied in their preferred style.